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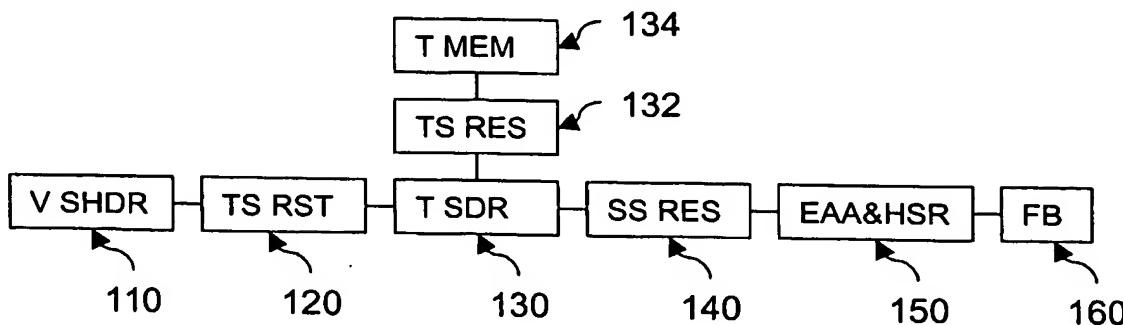
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(54) Title: SELECTION OF A MIPMAP LEVEL



(57) Abstract: A computer graphics includes a texture memory (134) storing texture maps in a mipmap structure. texels in a texture map being specified by a pair of  $u$  and  $v$  coordinates. A rasterizer (120) determines for a texel  $(u, v)$  corresponding initial 4D mipmap levels ( $mml_u, mml_v$ ) and a magnification factor representing a magnification that occurs when the texel is mapped to a corresponding pixel position on the display. It then determines final 4D mipmap levels in dependence on the determined initial 4D mipmap levels  $mml_u, mml_v$ , and the magnification factor. A texture space resampler (132) obtains texture data from a texture map identified by the pair of final 4D mipmap levels. A texture mapper (140) maps the obtained texture data to corresponding pixel data defining the display image.

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